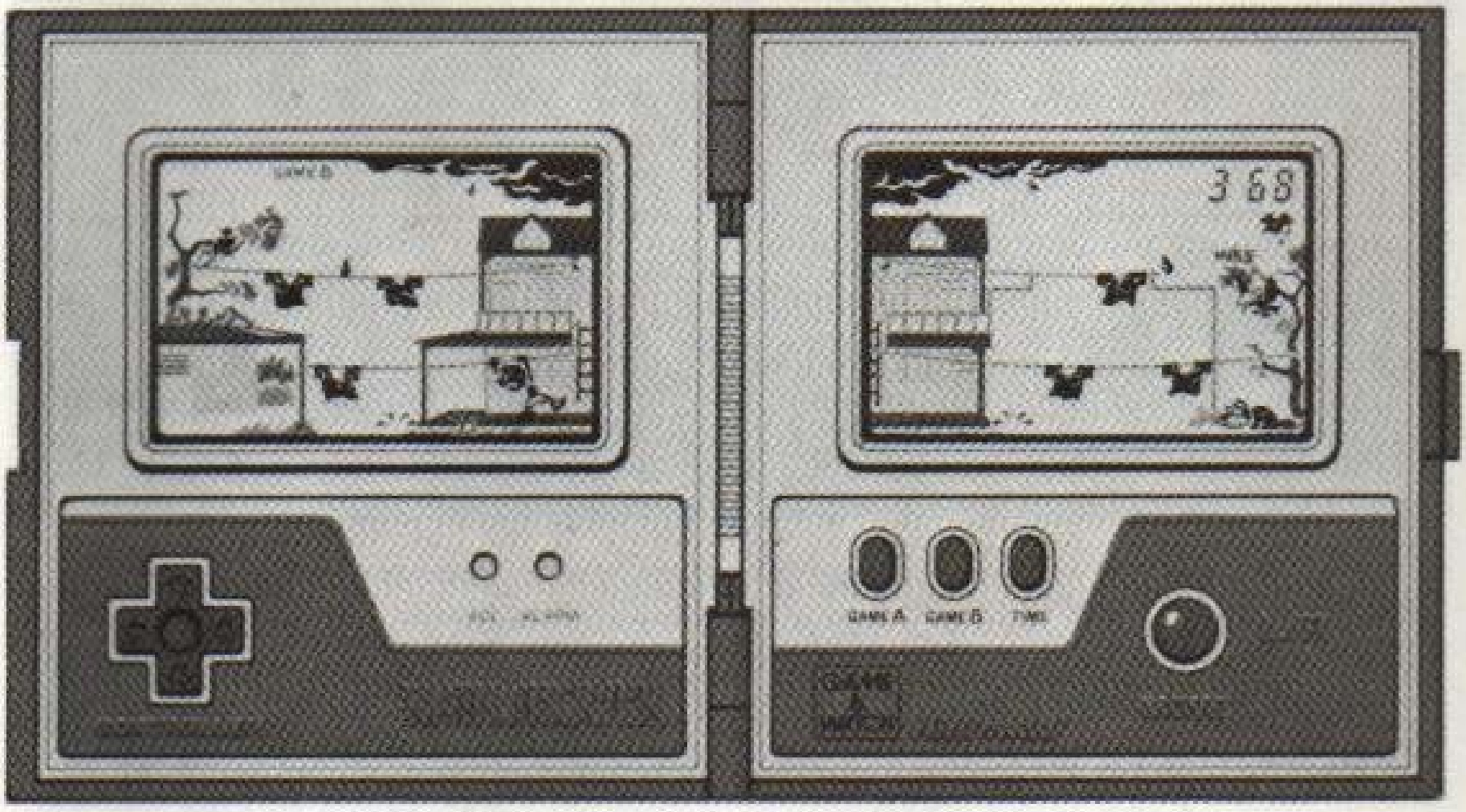
GAME & WATCH™ MULTI SCREEN

RAIN SHOWER.™ (LP-57)

INSTRUCTION



Nintendo®

http://www.replacementdocs.com

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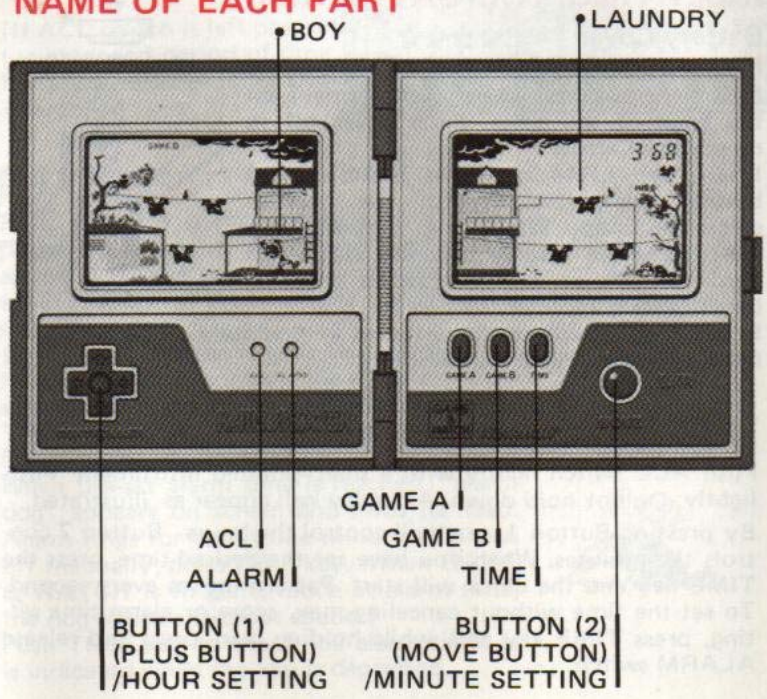
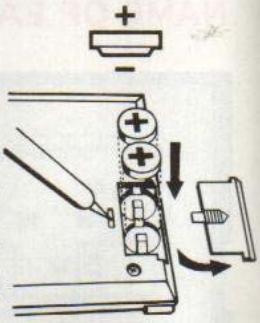
NAME OF EACH PART



INSERTING THE BATTERIES

Battery Cover



Press with a sharp-pointed instrument in the hole next to the battery compartment on the back of the game. Slide cover off in direction of arrow.

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly. Do not hold down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch.

(If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. An "alarm dog" should appear. (If the dog does not appear, push again.) Alarm is set when the dog is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check AM/PM of time.

When pre-set alarm time is reached, "alarm dog" appears on screen and nods its head. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the dog appears without sound.)

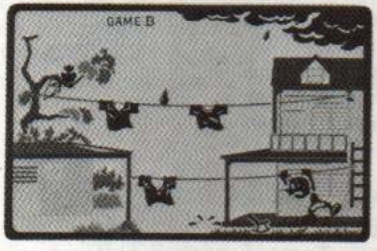
Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

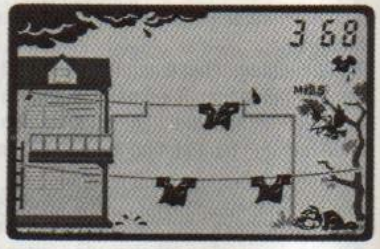
A boy has finished hanging laundry on the ropes to dry and he is taking a rest. Suddenly it becomes cloudy and raindrops start falling. To prevent raindrops from striking the laundry, move the rope quickly to the right or left.

(Screen)

The two screens are continuous. By controlling the button 1, the boy moves freely over two screens.



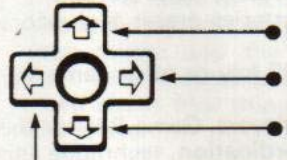
LEFT



RIGHT

(Control Button)

(1) BUTTON 1 (Plus Button)



- Press here and boy goes up.
- Press here and boy moves to the right.
- Press here and boy goes down.
- Press here and boy moves to the left.

(2) BUTTON 2 (Move Button)

- Press and boy moves the rope.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires some coordination, technique and timing.
* With game B, a pesky crow sometimes appears to move the rope.

(Points)

When a raindrop passes the ropes without striking the laundry, a point is scored. Ten extra points are given at every 100 point interval. (Maximum displayed score is 999 points.)

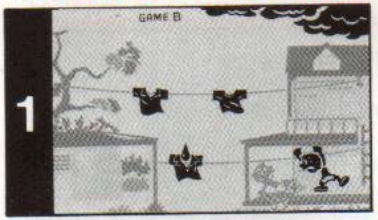
(Miss)

When a raindrop strikes the laundry, a miss is scored and the boy wrings the wet laundry. Three misses and the game is over. Time is automatically displayed about four minutes after game is over.

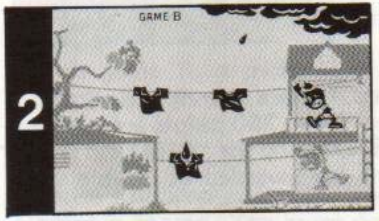
(Bonus)

When the score reaches 300 points, fanfare sounds and all misses are canceled. If there are no misses when 300 points are reached, game goes into "CHANCE TIME". During the "CHANCE TIME" the score flashes and all points are awarded at double value until a MISS is made.

THE OPERATION OF CONTROL BUTTONS

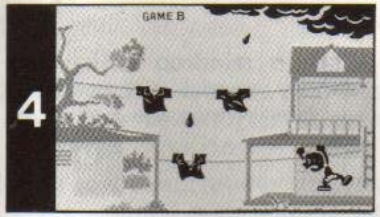


When the game starts, it becomes cloudy, and the boy at rest is located in the lower right position on the left screen.

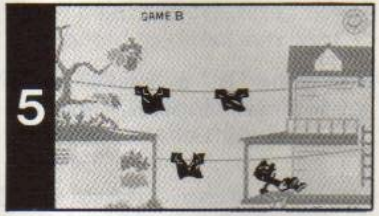


Move the boy to either rope via plus button ✣.

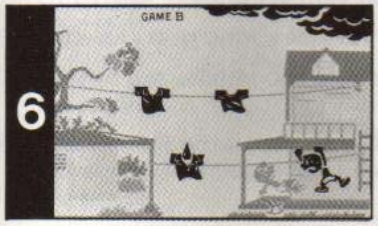
By pressing the move button move the rope to prevent raindrops from striking the laundry.



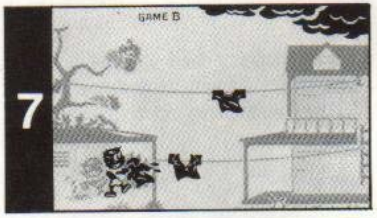
Raindrops fall one after another. Move the rope, carefully avoiding the raindrops falling.



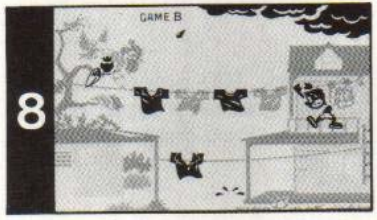
At every 100 points the raindrops gradually stop falling and the cloud disappears.



The cloud appears again and raindrops start falling.



When a raindrop strikes the laundry, a miss is scored, and the boy wrings the wet laundry.

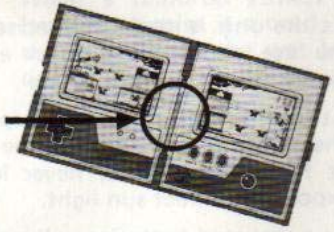


In game B, a pesky crow sometimes appears, moving the rope right or left. Caution!

CAUTIONS

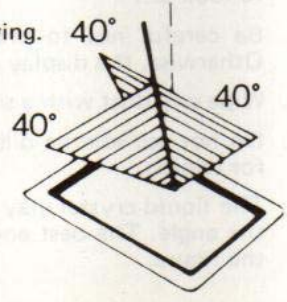
1. Do not use pencil or **pen** when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is de- stroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit.
(This body does not open full 180°.)

11. Screen angle is made for best viewing.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ±3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR44 or SR44)
Life of the battery	:	For clock display Approx. 6 months on LR44 Approx. 12 months on SR44 For one-hour-game a day Approx. 6 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

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